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Deadlands Reloaded Player's Guide Explorers Edition (Savage Worlds, S2P10206)



Synopsis

Strap on your six-gun and saddle up, partner. There's Hell to pay and the currency is hot lead! The year is 1879, but the history is not our own. The guns of the Civil War are silent in a tense cease-fire. California is shattered by the Great Quake of , a superfuel called ghost rock revealed in the new channels and cliff faces. Powerful Rail Barons strive to complete a transcontinental railroad, and the Great Rail Wars exact a bloody toll in the Union, the Confederacy, the Sioux Nation, the Mormon state of Deseret, and the Independent Commonwealth of California. The Tombstone Epitaph has always been filled with lurid tales of daring desperadoes and deadly drifters, but lately the West's most-read tabloid claims there's something more sinister stalking the frontier's lonely plains: monsters! Fortunately, where there are monsters, there are heroes. Squint-eyed gunfighters, card-chucking hexslingers, savage braves, and righteous padres have all answered the call. And if they fight hard enough, they might just discover the identity of the mysterious Reckoners some say are behind it all. The Player's Guide is the core rules book for player of Deadlands Reloaded. It includes new rules for shootouts at high noon, new Edges, Hindrances, and powers, and everything thing a cowpoke needs to begin his journey into the Weird West. The Deadlands Reloaded Player's Guide is not a complete game. You'll also need the Savage Worlds core rulebook to play. The gamemaster will also need the Deadlands Reloaded Marshal's Handbook. This is a printed book. Full-color Explorer's Edition-sized book (6.5x9). 144 pages.

Book Information

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Customer Reviews

The rating of this book should be a 0 not for the content which is amazing. The content is what you

would expect it's deadlands, I already own the PDFs but I wanted to support the company so I bought the paperback books of players guide, marshal guide and savage worlds. Book production absolute crap - the worst. 2 hours after opening the book to make characters the book fell a part not loose binding literally pages from the middle of the book fell out on to the floor. It was the first time I had opened the book since I bought it. Just horrible, crap quality - the company should be embarrassed.

This is a wild west rpg with heavy elements of horror and steampunk thrown in. I find the concept, mechanics and backstory unique and interesting. The only reason I gave this product four stars instead of five is because I have only had the players handbook for 2 weeks and the pages are already falling out of it.

ProsThe content of the book is riveting and feeds you an incredibly well thought out world. The text covers thoroughly the known history of this demon infested western dystopia, character roles, an expanded view of character creation, rules specific to the setting, and magic rules.ConsBinding did not make it through a day. The book construction is dreadful.Final thoughtThe binding is a nuisance, but the content of the book is among the best in the genre. I'd highly recommend purchasing the content of this book. Your RPG table will thank you.

Just buy the PDF, I returned one that the pages started to fall out of and week later the replacement started to fall apart.Savage Worlds and Deadlands are fantastic systems and settings, but the publisher need to make better books.

Deadlands Reloaded Players Guide makes player character creation alot easier and indeed a great buy for someone who is just going to go the PC route. It cantains all the necessary info to outfit Hucksters, Martial Artists, Harrowed, Blessed, Mad Scientist, and other Arcana Magics. It basically has about oh 50 powers and tells if they are available to a specific background and what way it manifests itself. Some other rules that come along like how hangings, gun duels, and gamblin' are handled. It has more guns and gear listed and recounts almost all the information from the original Reloaded book. Almost all the art is recycled art from original deadlands books and those that aren't would have been better excluded (in my oppinion). That being said the price is right \$25 and it is a great tool to have in Deadlands Reloaded, everyone should have it. When another book hits the shelves I would like to see more art and more perspective from the characters in it to flavor out the

book. I would also like for them to cover more of the varmints and to touch upon more regions and characters from those regions.

Great material, but the first dozen or two pages fell out in a chunk after one week of gentle use. Appreciate the idea of the inexpensive, portable Explorer's Edition, but if it means the thing straight up falls apart it loses some of it's appeal. Get hardback if you can find it.

I love this setting and I like the way they work with the Savage Worlds core rules. However, the quality of the book itself is somewhat lacking. I had barely finished the setting part of the book when the first 20 pages just fell out of the binding. Now I need to find out how much it will cost to put those pages back or buy book glue to fix it myself.

I was recently snared by Savage Worlds (Deluxe), so I began buying up a number of the game settings. I grew up watching many of the classic Westerns, so Deadlands Reloaded was one of Pinnacle's settings near the top of my list. This book contains everything the players need to know to get started. The book is well laid out, the table of contents and index are sufficient, there's some nice art, and the binding on my copy is currently holding up. I know other reviewers have mentioned it falling apart and mine may after heavier use, but I've had it for a month or two now and it's survived a read through and frequent referencing. I confess it took me a while to buy this and the Marshal's Handbook because I did not know that I needed these books instead of the single Deadlands book that is now out of print. So, here's the heads-up if you're in the same pickle I was. If you're looking for some campaigns to throw at your posse, check out the Flood or Last Sons.

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